

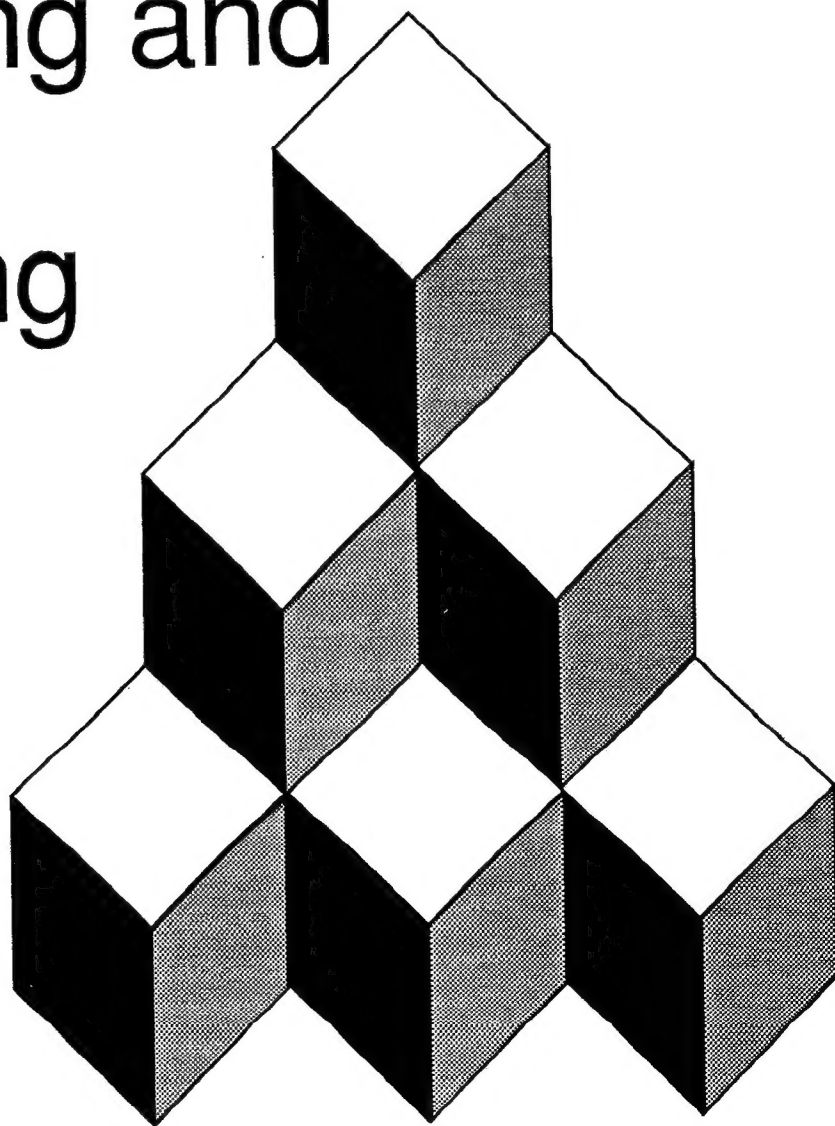


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Tools for Active Teaching and Active Learning



STATES: Geography Study Unit

For Apple // Series Computers
Version 2.0

Ventura Educational Systems

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States: A Geography Study Unit

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Introduction

States is an interactive learning system that has been designed to provide 4th grade through adult level instruction in the geography of the United States. Several approaches to computer assisted instruction are combined in the design of this educational software package. The complete Apple // Series version of States is provided on one 5.25" 140K diskette. The States program disk contains a database of interesting facts on the 50 states and various facilities for studying these facts. It also contains several games which are designed to help students learn about the states and how to recognize each state on a map.

In this program the states are grouped into nine geographical regions and can be studied in a variety of ways. For example, activities require that the student identify the name of a state that is indicated on a map, use factual information to unscramble the letters in the name of a state, and match one fact about a state to another (for example, state name to capital).

The program also includes a powerful tool which makes it possible to quickly access and analyze the information contained in the database. The database contains interesting facts about each of the fifty states. Activities in this manual help students understand how to use a computer to search, organize and analyze information. Using the database is challenging for students, but they will gain valuable insights into the unique characteristics of each state. The database can be used for a 'discovery learning' type of activity with students who are unfamiliar with the characteristics of the states. It is also ideal for research projects that develop high order thinking skills.

The instructional goals of States are given in these objectives:

1. To provide practice identifying states and capitals using a regional map as a visual clue.
2. To provide on-line reference material pertaining to the geography, history, economy and politics of the United States for use in a classroom, library or computer laboratory setting.
3. To support the development of a student's sense of confidence in his/her ability to understand the geography of the United States by measuring and reporting the student's progress in each instructional activity using points and a percentage correct rating.

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The 9 geographic regions used in this learning system are listed below:

New England States	Mid-Atlantic States
Appalachian Highlands	Southeastern States
Great Lakes States	Heartland States
Southwestern States	Mountain States
Pacific Coast States	

States can be used in combination with other instructional approaches and closely parallels the geography curriculum taught in most elementary and secondary schools. The program provides students with the opportunity to review and explore the concepts learned in social studies classes. The format of the system is designed to make learning fun. Each geographical region can be studied using challenging games which assess the student's mastery of the facts pertaining to the states of the region and helps to provide reinforcement. The system displays a record of the student's performance and can be utilized by the teacher during instructional planning.

States is useful as a supplement for most introductory level U.S. geography students. Since much of the confusion that students feel in studying U.S. geography is due to an inability to associate the names of a state with its location on a map, with other states in the same geographical region and with other facts about the state, States is an effective tool for overcoming this difficulties and mastering the geography of the United States.

With States, students enjoy learning the geographical and historical facts that are essential for success in related social science courses. The program is an effective way to introduce students to the diversity of the United States.

Credits

Software Design	Ventura Educational Systems
Instructional Technology and Programming	Fred Ventura, Ph.D.
Editor	Marne Ventura, M.A.

Dr. Fred Ventura is an experienced classroom teacher and has taught elementary, secondary and college levels. He holds a doctorate in education from the University of California, and presents workshops for educators on the instructional uses of microcomputers.

Marne Ventura is also an experienced classroom teacher and holds a masters degree in reading and language development from the University of California. As a seminar leader, Marne Ventura has assisted many teachers in learning about the educational opportunities that can be derived from the use of microcomputers in the classroom.

Other Publications Include:

SuperGraph	Coordinate Geometry
GeoArt: Geometry and Art Discovery Unit	Geometry Concepts
Marine Life: Anatomy of a Fish	Marine Invertebrates
Anatomy of a Sea Lamprey	Anatomy of a Shark
Senses: Physiology of the Human Sense Organs	
The Plant: Nature's Food Factory	
Chemaid: Introduction to the Periodic Table	VisiFrog: Vertebrate Anatomy
The Worm: Invertebrate Anatomy	Music Concepts
Protozoa: Introduction to Microorganisms	Plant and Animal Cells
Computer Concepts	The Insect World
All About the Solar System	All About Matter
All About Simple Machines	All About Light & Sound
Dr. Know: Experiments in Artificial Intelligence	

Reproducible Pages and Additional Program Disks

Supplementary materials are provided in this manual. These materials are designed to be used in conjunction with the hands on computer activities. The supplementary worksheets may be duplicated for classroom use.

Many schools have more than one computer and to effectively use educational software require additional legal copies of a program. Additional program disks are available to more effectively use this program in a computer lab. The price is \$10.00 per disk. Any school with a registered copy of any Ventura Educational Systems product may order additional copies of a program disk at any time. There is a 30 day warranty on original program disks. If for any reason a program disk becomes defective within 30 days of the date of purchase, Ventura Educational Systems will replace it at no charge.

States: A Geography Study Unit

An Overview of States: A Geography Study Unit

States combines a variety of instructional techniques in an easy-to-use learning system. First time users can opt to begin with the game called Identify. Using this program students will learn the names of the states, their capitals and other interesting facts. This game has many options and provides an enjoyable learning experience. A second game called MixUp is a fun way to improve one's ability to recognize and spell the names of a state. The program called QuizMachine can be used to generate many different multiple choice quizzes and challenges the student to match the facts on each state. The QuizMachine monitors student performance reports the scores attained using the identification game and quiz portions of the program. In this mode the computer's random number generating ability is employed to generate a unique questions. The quiz can be set up so that students match any two categories of facts. The activity called Tour displays each of the nine regional maps one at a time. The Database provides the student with the ability to make queries to find information, to arrange the information and to perform basic statistical operations (total, average, minimum and maximum). In addition while the information on a particular state is displayed on the database form the student can select the word Map to see the location of the state on the regional map.

All of the activities are supported by supplementary materials. The activity pages that are provided in this manual and are designed to be used in conjunction with the use of the computer and as follow-up. Teachers are encouraged to duplicate the supplementary materials for classroom use.

A Conceptual Framework for States

The United States of America is a fascinating country. The study of historical, social and economic facts for the states in a particular region helps students to understand the diversity of our country. Because the facts presented during the use of the program are organized by region and category students learn a logical way of thinking about information. The way in which information is organized in the States program can be applied to the study of other countries.

States is designed to be used in conjunction with regular curricular studies of U.S. geography. Use of the States program increases a person's knowledge of essential information about the United States. By building a foundation of essential facts, students are then able to use that information to make further inquiries about the characteristics of the states in a particular region or in the entire U.S.

Students are able to make inquiries and unique associations through the use of the Database. States can be used to provide students with an interesting and challenging way to acquire facts which lead to a deeper understanding of the history of the United States and the diversity of its people. By integrating the use of States with other methods of instruction,

Teacher's Guide

students will develop a knowledge base which will assist them in understanding other social science concepts.

Learning the names of the states and capitals is an important goal because this knowledge is an essential element in building a foundation for the study of geography, history, political science and economics. A student's knowledge of U.S. history and geography will be useful throughout the life, not only while the student is in school but also when they become a voting member of America's democratic society.

The study of U.S. geography is most exciting when students are able to proceed at their own pace, taking time to explore concepts and experiment with the ideas that are being learned. The computer can be used to assist the learning process by providing a wealth of information and by providing a structure for intellectual experimentation.

The philosophical approach taken in the design of States is to provide a computer based learning environment for studying basic information on each of the fifty states. For each geographic region the student has the opportunity to play word games or take a quiz. The database gives students access to essential facts. The results of the word games and quiz are reported on the screen and can be recorded by the teacher or student using forms provided.

Content, Process and Attitude

The States program provides the classroom social science teacher with historical, social, political and economic information on the fifty states. This resource of information enables the student to use computer technology to instantly access pertinent data in an organized manner. By reading and comprehending the facts presented in this program, students will begin to raise questions of their own about the unique characteristics of each state and region.

States helps students develop a positive attitude toward the acquisition of basic geographical facts. The easy-to-use menus provided in the program and game-like format make exploring the fifty States fun and exciting. In addition, States introduces the student to the use of the computer as a research tool.

Interrelationships of Social Science Information

Because States gives the student the ability to view a large amount of related information very quickly, the student is encouraged to formulate and test hypotheses concerning social science information. For example, using the database the student could find out if all the states where 'corn' is the main industry are in the same geographical region. Another example is that students could use the Database to find the difference in the total number of electoral vote for the New England States compared with the Mountain

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States. Students who spend some time using the Database will develop a better understanding of their country.

Today's society is in the information age. Developing an understanding of information processing is critical for success in modern life. In addition to the social science information that can be learned by using States, students also become familiar with the way information is accessed by computer and organized in a database. In addition to learning the names of the states and their capitals, students have the opportunity to use the computer as a research tool for reports.

Materials

The design of this educational product and its documentation make it easy for the classroom teacher to integrate the use of States with the regular social science curriculum. The product includes:

One States Program Diskette (Additional program disks are available.)

Teacher's Guide and Reproducible Activity Pages

Deluxe Vinyl Binder

System Requirements

The minimum system configuration is:

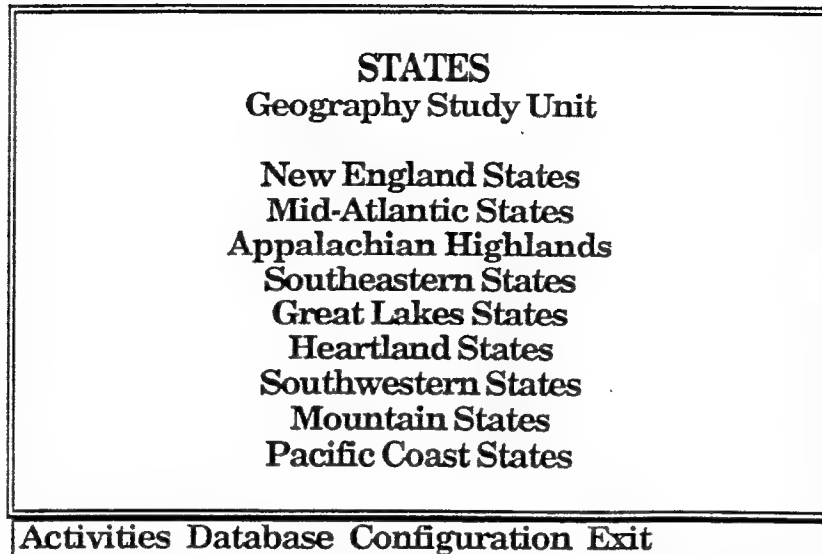
Apple //e, Apple //c or Apple //gs,
Color Graphics Monitor (preferred)
Single Disk Drive

Getting Started

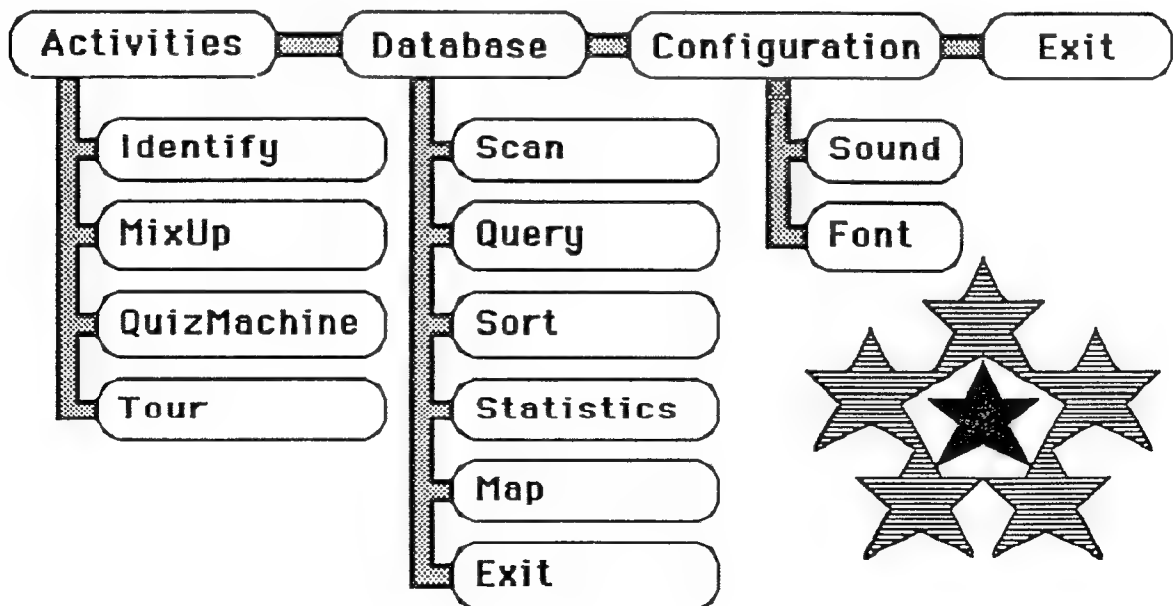
To start States simply insert the program disk and turn on the computer. For the program to work correctly it is necessary for the system to boot from the States program disk. After a few seconds the main menu will appear.

Main Menu

The Main Menu offers these choices:



To make a choice from this menu use the arrow keys to move to the desired choice and press the return key. Use the escape key whenever appropriate to cancel a choice and return to a previous menu. To stop using States select the Exit option from the Main Menu. The basic organization of the program is shown in this diagram.



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Explanation of Choices

The States Learning System may be used in a variety of ways. The menu bar at the bottom of the screen is used to navigate between the various activities.

Activities

This option leads to four other choices. The options are explained more fully in the next section. Briefly, the Identify game challenges the student to type the name of a state, capital or other fact with the clue being a flashing indicator on the regional map. The game called MixUp asks the user to unscramble the letters in the name of a state. The clues are a few facts about the state and a flashing indicator on the regional map. The QuizMachine is a multiple choice quiz based on facts about the state. The Tour presents the regional maps in sequence.

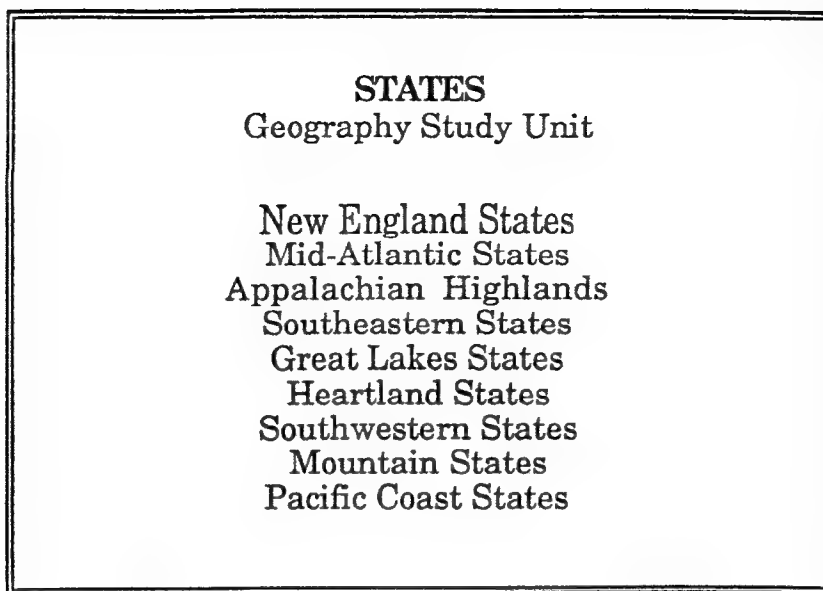
Database

This program allows the user to query, organize and analyze the information on each state. The categories are the name of the state, the capital, the main industry, the state bird, the state flower, the population and rank, the area and rank, the number of electoral votes, the number of U.S. representatives, the admission date and order of admission. The database offers a rich source of activities to foster higher order thinking and for gaining insight into the characteristics of each state or region.

Configuration

This option allows the teacher or student to control the sound and font used in the program. Sound can be set to either On or Off. Three choices of fonts are offered, Plain, Roman or Bold.

When either Identify, MixUp, or QuizMachine is selected from the Activity menu the Geographic Regions menu becomes active. The highlight will mark the first region, New England. The arrow keys are used to move the indicator down or up. Press return to select a region and escape to cancel.

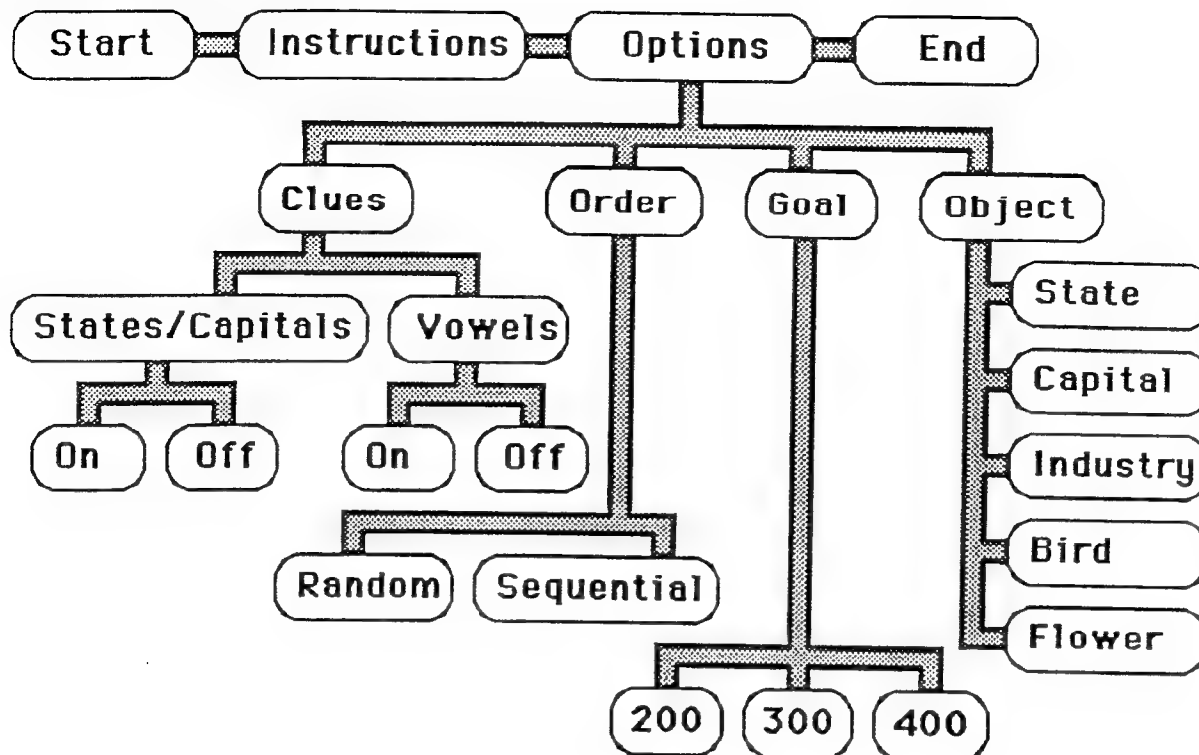


Identify

The Identify activity provides motivating practice in identifying the names of the states, the capitals, the main industry, the state bird or the state flower. To start the program select Activities from the Main Menu the select the region to be studied. After the regional map is loaded the program will begin. The menu shown below is used in the Identify game. Brief instructions are provided in the program. Select Instructions by moving the highlight to the word on the menu bar and press return. Use the space bar to advance through the instructions.

The diagram shows the organization of the menu used in the Identify activity.

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Many options are provided in the Identify program. The basic setup of the program can be changed so that the program is appropriately challenging and to make it repeatedly useful to the same student. After setting the options select Ok to return to the first menu. Each of the options are explained below:

Clues

The first choice under the options branch is Clues. Selecting Clues leads to two more choices, **States/Capitals** or **Vowels**. While playing the Identify game the States/Capitals clue can be set 'on' or 'off'. If this clue is 'on' the name of the state will appear when attempting to identify the capital, major industry, state bird or state flower. The name of the capital will appear when identifying the state. If the option is set to 'off' then the name of the state or capital will not appear. The **Vowels** option controls whether the vowels are displayed in the term or not. For students who are unfamiliar with the names of the states and capitals putting the vowels status 'on' makes the game slightly easier. For a greater challenging put the vowel status 'off' and the vowels will not appear.

Order

The Order option controls whether the states are selected in **Random** or **Sequential** order. Since the student must achieve a certain number of points to complete the game, when the option is set to **Sequential** it is possible that the same state will be presented more than once as the computer will begin the list of states over if it reaches the last state in the list and the goal has not yet been attained. If the option is set to **Random** states are selected using the computers random number generator and also may be repeated.

Goal

The Goal option controls the setting for the number of need to complete the game. The option can be set to 200, 300 or 400 points. Scoring is as follows:

- 5 points for each correct letter.
- 1 point for each incorrect letter.

Object

The object for the game can be set to the state name, the capital, the major industry, the state bird or the state flower.

When identifying the name of a state, capital, major industry, bird or flower the program will present the prompt line on the bottom left of the screen. Dashes are used to show the number of letters in the word. The [?] key can be used to command the computer to supply the letter for current position in the word. No points are gained or lost when the [?] key is used.

The game continues until the goal is reach. When the goal has been reached the program returns to the first menu where the options can be changed and the game can be played again. Select Exit to return to the main menu. A record sheet is provided in the Activity Pages section of this manual where the student can record the dates and scores achieved using the Identify program.

MixUp

The second item under the Activities menu is called MixUp. After select MixUp the region menu become active and the user selects the region to be studied. In this game a short paragraph is presented in the middle of the screen that gives a few characteristics about a randomly selected state. The student reads the paragraph and uses the information to unscramble the letters presented below the paragraph to spell the name of the state. The tab key can be used to see the location of the state on the regional map.

Once the letters have been unscrambled the name of the state has been entered, press to check the spelling. If the spelling is correct the scoreboard will appear showing the number of states in the region and the number of

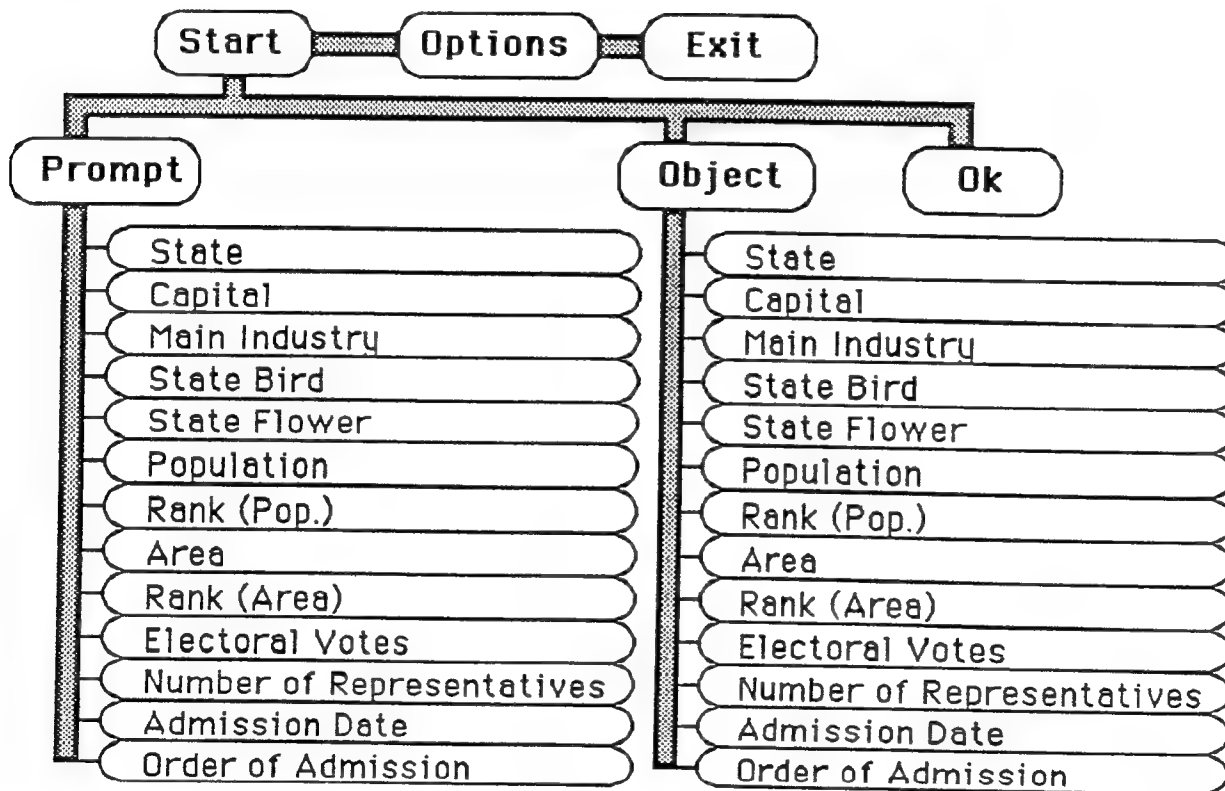
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states that have been correctly identified. If the spelling is incorrect the computer will beep and the cursor will move to the first letter and the student can try again or can press the [?] key and the computer will unscramble the letters, give the answer and put the state back into the list so that it will come up again in the game.

A form is provided in the Activity Pages section of this manual where the student can design his/her own Mixup to challenge other students.

QuizMachine

The QuizMachine is used to generate unique multiple choice quizzes. The options in the program allow it to be set up so that any two facts can be used in the quiz. The default mode is for the quiz to be select the capital for a given state. The program is organized as shown below:



If Start is selected without changing any options the screen will look similar to this:

Match this State
with it's Capital.

Montana

[A] Salt Lake City

[B] Boise

[C] Helena

Mountain States
Score=3

[A] [B] [C]

Use the arrow keys to move the indicator to the desired choice, A, B or C and press return. If the answer is correct the score increase by one point. If the answer is incorrect the correct answer is shown and the next question appears. At the end of the quiz a summary report is shown. Any questions that were missed are review.

On the first menu the word Options is given. If Options is selected three more choices are given: Prompt, Object, and Ok. Select Prompt to change the prompt used in the quiz and select Object to change the object. For example to set up the QuizMachine so that the quiz presents a capital and asks the student to select a state follow this procedure:

1. Select Options from the first menu.
2. Select Prompt and when the list of fields is presented move the indicator to highlight the word, "Capital" and press return.
3. Select Object and move the highlight to the word, "State" and press return.
4. Select Ok, then Start.

The QuizMachine can be set up in 132 different ways. Many of the combinations are interesting and educationally useful, for example matching main industry to state. A chart is provided in the Activity Pages section of this manual where the student can record the dates and scores achieved using the QuizMachine.

Tour

The fourth option in the Activity menu is called Tour which displays the 9 regional maps in sequence starting with the New England States and ending with the Pacific Coast States. After selecting Tour the options

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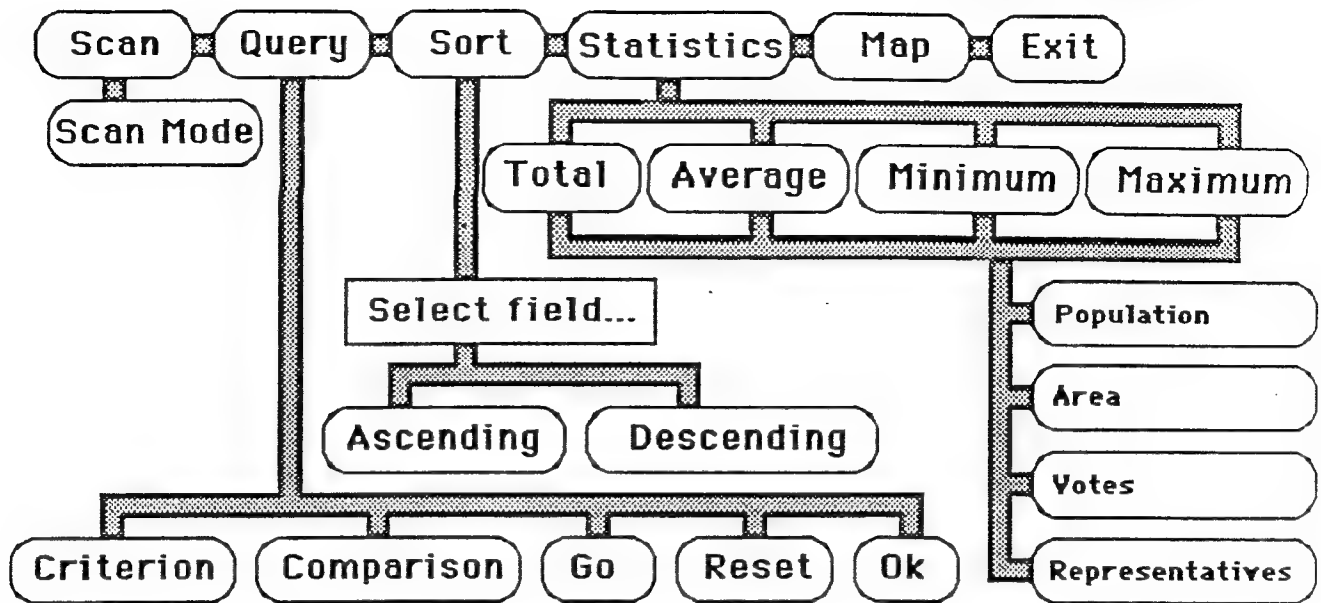
Automatic and Manual will be given. If Automatic is selected the program will display each map and pause only long enough to load the next one into memory. If Manual is selected each map is displayed until the user presses the space bar. See 'A Tour of the United States', in the activity pages for an activity that correlates with the Tour program.

Database

The Database gives access to all of the facts on the fifty states and can be used in a variety of ways to develop higher order thinking skills. Many of the activity pages can be used with the database. From using the database feature students will learn how to make queries using a computer, an important research skill. Students will also learn about logical comparisons, and various ways information can be organized. Some of the activities involve the statistical calculations and by completing these activities the student will gain a deeper insight into the characteristics of a region or group of states.

A database is a body of information pertaining to a particular subject. The database used in the States program has hundreds of pieces of information pertaining to the fifty states. All of the information on a particular state is called a record. A record includes the location of the state on its regional map, the name of the capital, the state bird and state flower, the main industry and other facts. These categories of information are called fields. In order for the record of information on a particular state to be complete each field must have a value. The Database program allows the user to study the fifty states by comparing, organizing and analyzing the information on the basis of the values contained in the fields.

The menu used in the Database program functions like the other menus used in the program. Arrow keys are used to move the indicator to the right or to the left. Return confirms a choice and escape is used to cancel a choice and move to a higher level on the menu. When using the database program, typically the user will select Query to isolate a group of states by setting a criterion and comparison and then choosing Go. Once a query has been made the user then selects the escape key or Ok to leave the Query menu and return to the first menu where Scan, Sort or Statistics will be selected.



Scan

The first option on the Database menu is Scan. This option allows the user to move through the records, pressing the right arrow to view the next record or the left arrow to view a previous record. The Scan option is useful after a query or sort so that the student may individually view records.

Query

The Query option is used to isolate the records in the database that meet the specification that is set using the Criterion option and the Comparison option. The process of making a query is simple. First select Query, then select Criterion. Use the arrow keys to move the indicator to a particular field and press return. Enter the word, number or date that is to be used as the basis of the comparison. Next, select a type of comparison. The choices are equal to, less than, greater than, less than equal to, greater than equal to, not equal. Next select Go and the database will be filtered according to the specifications of the query. Remember that the database filter remains in effect until Reset is selected.

Sort

Sort is used to arrange records in the database in ascending or descending order on the basis of one of the fields. The Sort operation is applied only to the states which have been isolated as a result of the last query operation. To sort all records the user should first select Reset from the Query menu to cancel any filter that may have been established.

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Statistics

Four basic statistical calculations, total, average, minimum and maximum can be performed on the Population, Area, Electoral Votes and Representatives fields. As an example, to find the total area of the New England states, the user would first do a Query operation to isolate the New England States then select Statistics, Total, Area. The result appears on the screen in the Area field.

Map

At any time while a state's record is displayed the Map option can be selected to view the regional map. A flashing cursor will mark the state by showing the location of its capital. Press the space bar to return to the Database menu.

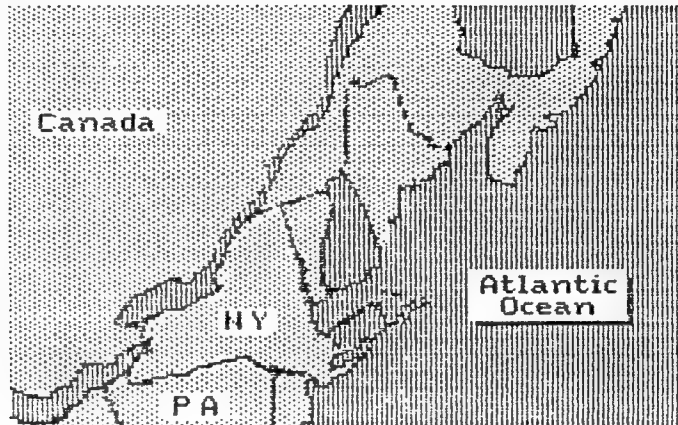
In the next section are the activity pages which explain in more detail how to use the database to answer social science research questions.

Name _____ Date _____

Region: New England

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the New England States. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



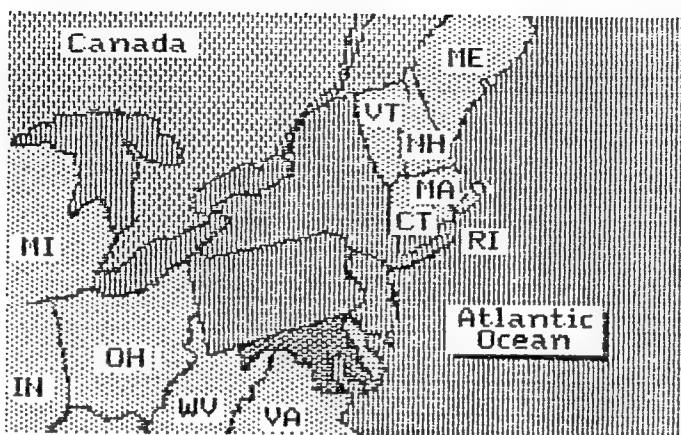
A	States	Capitals
B		
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D		
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F		

Name _____ Date _____

Region: Mid-Atlantic

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Mid-Atlantic States. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



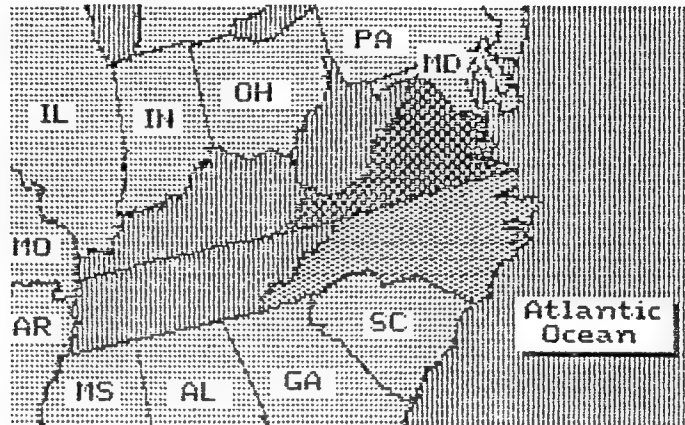
A	States	Capitals
B		
C		
D		
E		

Name _____ Date _____

Region: Appalachian Highlands

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Appalachian Highlands. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



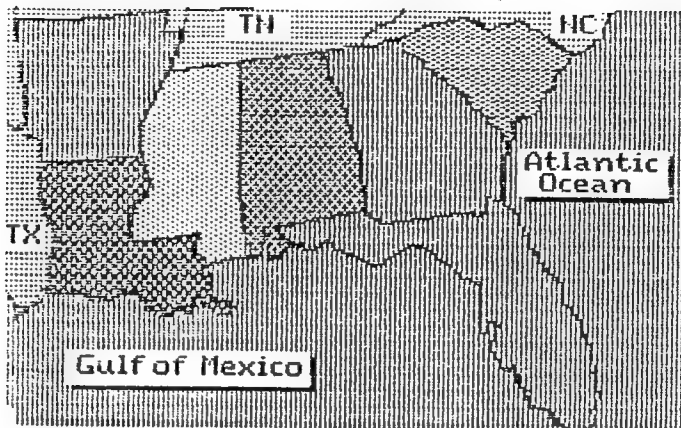
A	States	Capitals
B		
C		
D		
E		

Name _____ Date _____

Region: Southeast

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Southeast. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



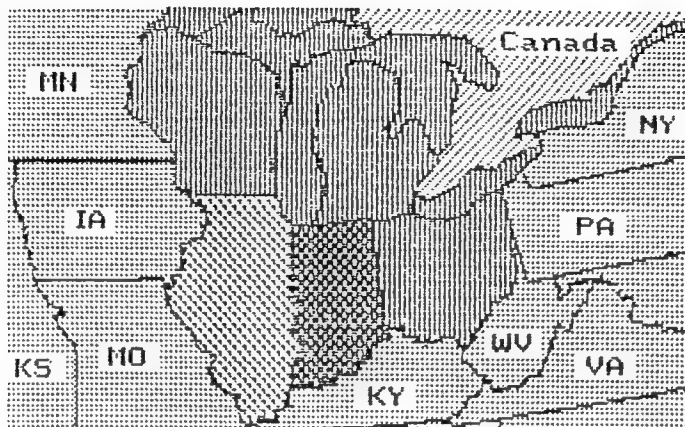
A	States	Capitals
B		
C		
D		
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F		
G		

Name _____ Date _____

Region: Great Lakes

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Great Lakes. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



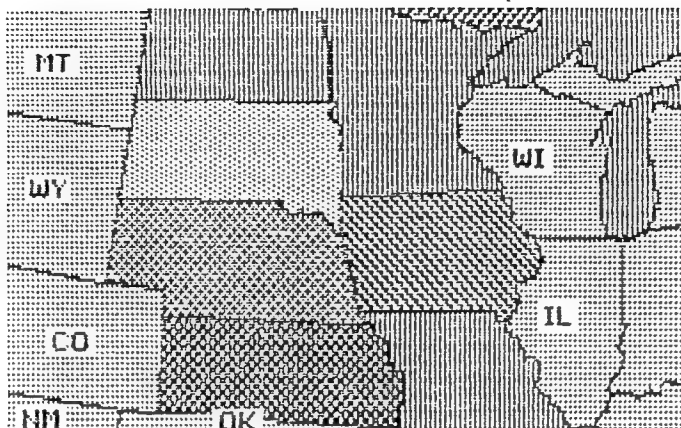
A	States	Capitals
B		
C		
D		
E		

Name _____ Date _____

Region: Heartland

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Heartland. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



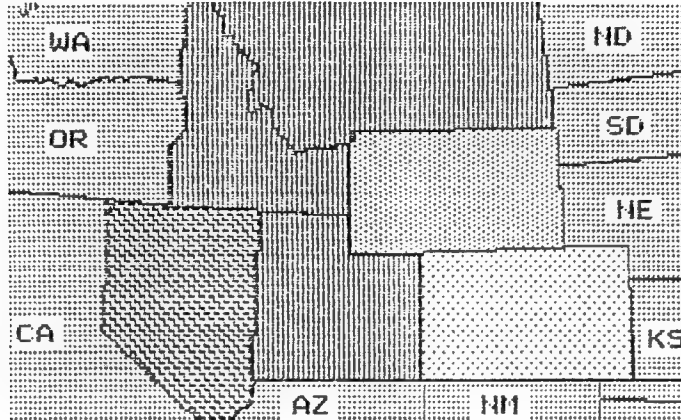
A	States	Capitals
B		
C		
D		
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F		
G		

Name _____ Date _____

Region: Mountain

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Mountain. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



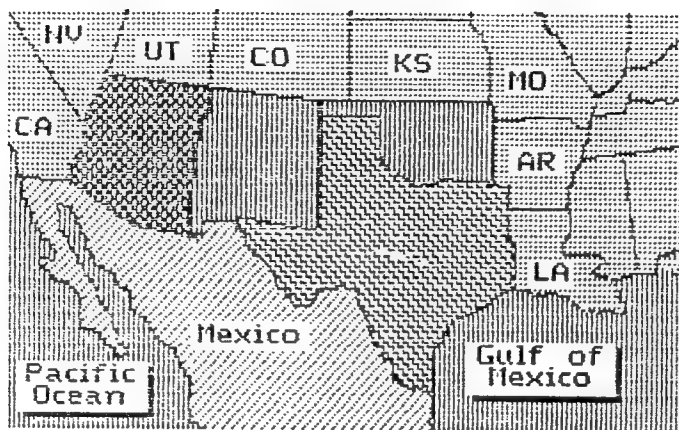
A	States	Capitals
B		
C		
D		
E		
F		

Name _____ Date _____

Region: Southwest

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Southwest. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



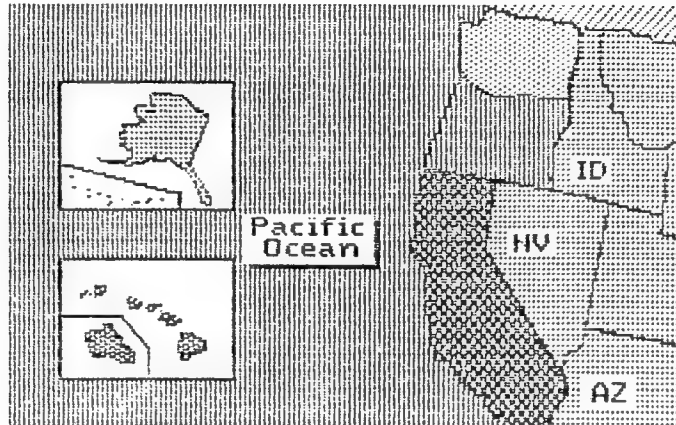
A	States	Capitals
B		
C		
D		

Name _____ Date _____

Region: Pacific Coast

Skill: Identify the states and capitals in a specific geographic region.

Use the Identify game for the Pacific Coast. Use the Options menu to set the Object as the State and play the game. When you identify a state write its name in one of the boxes. Play the game again with the Object set to capital. Write each capital in the box next to its state. Mark the map with a letter to show the location.



A	States	Capitals
B		
C		
D		
E		

Name _____ Date _____

Identify Region: _____
Record Sheet

Skill: Identify the states, capitals, main industries, state birds and state flowers for a specific geographic region.

The Identify game can be played a variety of different ways. Use this chart to record the date that you used the game and how it was set up.

1. Write the date in the first column.
2. In the States/Capitals and the Vowels columns write either 'on' or 'off' depending on how you have this option set.
3. Write 'R' for rand or 'S' for sequential in the third column.
4. Record you goal, 200, 300 or 400 in the goal column and write the object of the game in the last column.



Identify

Date	States Capitals	Vowels	Order	Goal	Object

Name _____ Date _____

Make a MixUp

Skill: Use clues to identify and spell the name of a state.

Write the name of a region in the space below. In each clue box write a paragraph that gives facts about a state in this region but does not tell the name of the state. Scramble the letters in the name of the state and write them in the second box. Give your paper to a partner to unscramble.

Region: _____

Clue	
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	
Scrambled Letters	
<hr/>	
Name of State	
<hr/>	

Clue	
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	
Scrambled Letters	
<hr/>	
Name of State	
<hr/>	

Name _____ Date _____

QuizMachine



Record Sheet


Skill: Match a capital to the name of its state. Match a fact to another fact.

The QuizMachine can be set up to make a quiz where the object is to match any two facts. First try the QuizMachine in its normal mode which is to match States and Capitals. Write today's date in the first column and first row on the chart below. Write State in the second column and Capital in the third column.

After you have answered all the questions presented in the quiz record the score you achieved in the last column. If you didn't get 100% try the quiz again and record your score. Try the quiz with a different prompt and a different object. Use this chart to record your activity.

Region: _____

Date 	Prompt	Object 	% Score



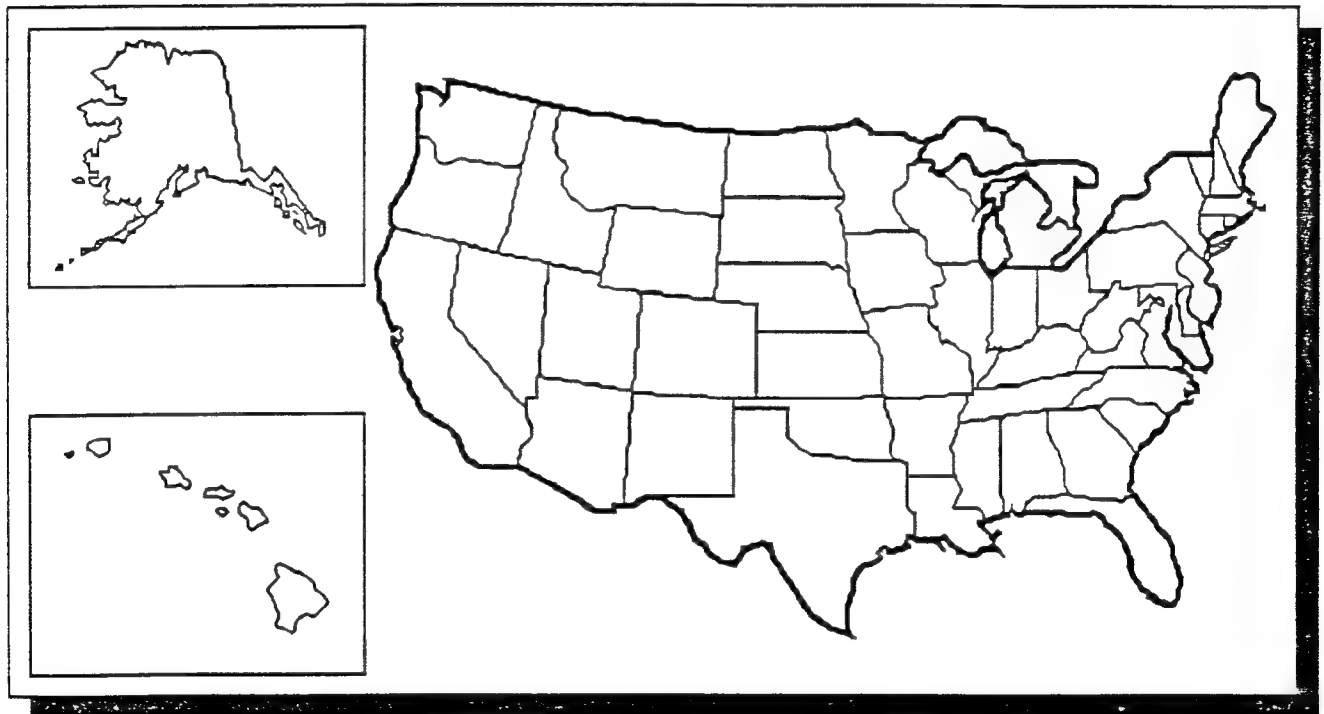
Name _____ Date _____

A Tour of the United States

Skill: Recognize the names of each geographic region in the United States and be able to give its location on a map.

Use the Tour option which is under the Activities branch of the Main Menu to complete this worksheet. Color all the states in each region the same color. Make a key.

The United States of America



Geographic Regions

- | | |
|--|--|
| <input type="checkbox"/> New England | <input type="checkbox"/> Heartland |
| <input type="checkbox"/> Mid-Atlantic | <input type="checkbox"/> Mountain |
| <input type="checkbox"/> Appalachian Highlands | <input type="checkbox"/> Southwest |
| <input type="checkbox"/> Southeast | <input type="checkbox"/> Pacific Coast |
| <input type="checkbox"/> Great Lakes | |

Understanding the Database

Skill: Ability to use a database to do research.

The States Database contains many features to help you do research. When you first select Database from the Main Menu a blank form is displayed while the system loads the information on each of the fifty states. The information on any one state is called a record. A record is made up of fields. The fields are categories of information used in the design of a database.

There are 14 fields used to describe each state:

Region	Each state is a part of a geographic region. The states are organized into regions to help you understand that all of the states in a region have similar characteristics.
State Capital	The name of the state. The political capital of the state.
Main Industry	The major industry for which the state is known. (according to National Geographic.)
State Bird State Flower	Each state legislature decides which bird and flower is to be designated as the state's bird and flower.
Population	The number of people who live in the state according to the official U.S. 1980 census.
Rank (Population)	The rank of the state according to population.
Area Rank (Area)	The physical size of the state in square miles. The rank of the state according to physical size.
Electoral Votes	The number of members of the electoral college given to the state. The function of the electoral college is to elect the President and Vice-President.
Representatives	The number of members of the House of Representatives that the state is allowed. The House of Representatives is the lower house of the country's legislative branch. The Senate is the upper house. Each state has two senators.
Admission Date	The date in which the territory became a part of the United States. As the country grew from the 13 original colonies, sections of the country were elevated to the statehood.
Order	The order of admission to the union based on admission date.

When using a database the computer performs certain useful functions. This is why computers are valuable research tools. The functions available when using the States Database are described here:

- | | |
|-------------------|---|
| Scan | Selecting the Scan option from the Database Menu puts the computer in the Scan Mode. When in the scan mode the right arrow key causes the computer to display the next state in the group and the left arrow key causes the previous record to be displayed. The scan mode is used to browse through the records. |
| Query | The query option is used to ask the database to find all the records that meet a certain condition. For example, 'Find all the states that have a robin as it's state bird.' Another example is to find all the states that were admitted to the union after 1900. When the query option is selected other choices are given. |
| Sort | The Sort option tells the computer how to arrange the records. The options are ascending which means to put the states in alphabetical or numerical order by a certain field or descending which is reverse order. When Sort is selected it is necessary to select a field as the basis of the sort. |
| Statistics | The Statistics option is used to find the total, the average, the minimum (lowest value) or the maximum (highest value) for the values in the population, area, electoral votes or representatives field. |
| Map | When the record for a particular state is shown select Map to view the regional map and press the space bar to return to the database screen. |

Using the Database: Step-by-Step Examples on How to Make a Query.

Skill: Understand how to query a database.

A computerized database is a powerful research tool. In this lesson you will learn how to make a query. A query is like a filter. It allows only the records that meet a specified criterion to be included in other operations. To begin select Database from the Main Menu. Follow the steps to complete this activity.

Here is the first question that we want to answer using the database:

How many states are in the Great Lakes region?

1. Select Query from the Database Menu to enter the Query Menu. Whenever you begin a new query remember to select Reset to make sure that all records are included.
2. Now set the Criterion. We are interested in finding the states in the Great Lakes region. When you first select Criterion the field selection indicator is already on the region field so just press the return key. Type "Great Lakes". Be sure to use correct spelling and uppercase and lowercase letters. Press return and the menu is restored.
3. Select Comparison and choose '=' for 'equal to' since we want states whose region is equal to "Great Lakes".
4. Select Go to tell the computer to check all records and find the states with "Great Lakes" in the region field. If the sound status is 'on' you will hear a beep each time a state is found. Notice upper right corner where the fraction 1/5 is shown. This means that five records were found in the Great Lakes region and you are now viewing the first one.
5. We now know that there are five states in the Great Lakes region. Press [Esc] or select Ok from the menu to return to the Database Menu.
6. Select Scan and while in the Scan Mode press the right arrow to page through the list of Great Lakes states.

Write the names of the states in the Great Lakes region.

1. _____
2. _____
3. _____
4. _____
5. _____

Name _____ Date _____

Now let's try a question that is a little more complicated:

How many states have a population greater than 1,000,000 and of those how many are in the New England region?

1. Select Query from the Database Menu to enter the Query Menu. Remember to select Reset to make sure that all records are included when you start the search.
2. Select Criterion and move the field selection indicator to the population field. Press return and enter 1,000,000. Now select Comparison. Since we only want to consider states with a population greater than 1 million choose '>' to set 'greater than' as the comparison.
3. Select Go. After the computer checks the records it will display 1/37 in the upper right hand corner of the screen. This means that 37 states have populations greater than 1 million.
4. Now we want to know how many of these states are in New England. Select Criterion again, press return to enter a region. Type "New England". Change the comparison to '=' for 'equal to' then select Go.

How many states have a population greater than 1,000,000? _____

How many New England states have a population greater than 1,000,000? ____

Special Note on Searching by Admission Date.

If the criterion for a query is the Admission Date, enter the date as 'MM/DD/YYYY'. Here are some examples:

Which state was admitted on September 9, 1850? _____

Select Query, then set the Criterion. Move the indicator to the Admission Date field and enter '09/09/1850'. Set the comparison to '=' for 'equal to', then select 'Go'.

Use the '>' (greater than) comparison to answer the next question.

Where any states admitted to the Union after January 1, 1940? If so, which states were admitted? _____

Now try this one:

How many states were admitted to the Union before Ohio became a state?

Name _____ Date _____

Write three questions that use an 'equal to' comparison:

1. _____

2. _____

3. _____

Write one question that uses a 'greater than' comparison and one for a 'less than' comparison:

1. _____

2. _____

Using the Database: Step-by-Step Examples on How to Perform a Sort.
Skill: Able to sort a database.

It is often useful to view information that is organized in a certain way. Computers are very helpful tools for organizing large amounts of information. The States Database will arrange the records in a particular order based on the choice that you make from the menu.

Let's try an example.

Problem: Produce an alphabetical list of the states with only 4 electoral votes.

1. Begin by choosing Query and selecting Reset. Now set the criterion to 4 electoral votes. Set the comparison to '=' for 'equal to' and Choose 'Go'.
2. Once the states with only 4 electoral vote have been isolated exit the Query menu and choose 'Sort'.
3. Move the indicator to the State field and press Return. Since the list is to be in alphabetical order select 'Ascending' and press return. Now the list will appear in alphabetical order by state name.
4. Select scan and view the states.

List the 7 states with only 4 electoral votes in alphabetical order.


1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

Name _____ Date _____

Profile of a State

Skill: Research a state using a database, draw a map.

Use the database to retrieve the information on a state. Draw a map of the state and copy the information from the database to complete the form.



Region <input type="text"/>	
State <input type="text"/>	Capital <input type="text"/>
Main Industry <input type="text"/>	
Bird <input type="text"/>	<input type="text"/>
Flower <input type="text"/>	<input type="text"/>
Population <input type="text"/>	Rank (Pop.) <input type="text"/>
Area <input type="text"/>	Rank (Area) <input type="text"/>
Electoral Votes <input type="text"/>	<input type="text"/>
Representatives <input type="text"/>	<input type="text"/>
Admission Date <input type="text"/>	Order <input type="text"/>

Name _____ Date _____

Research Report

Skill: Use reference material to find out about a particular state and write a report.

Use the encyclopedia, an atlas or another other reference books that you can find in the library to draw a map and write a report on a particular state. Explain what is interesting and unique about the state.

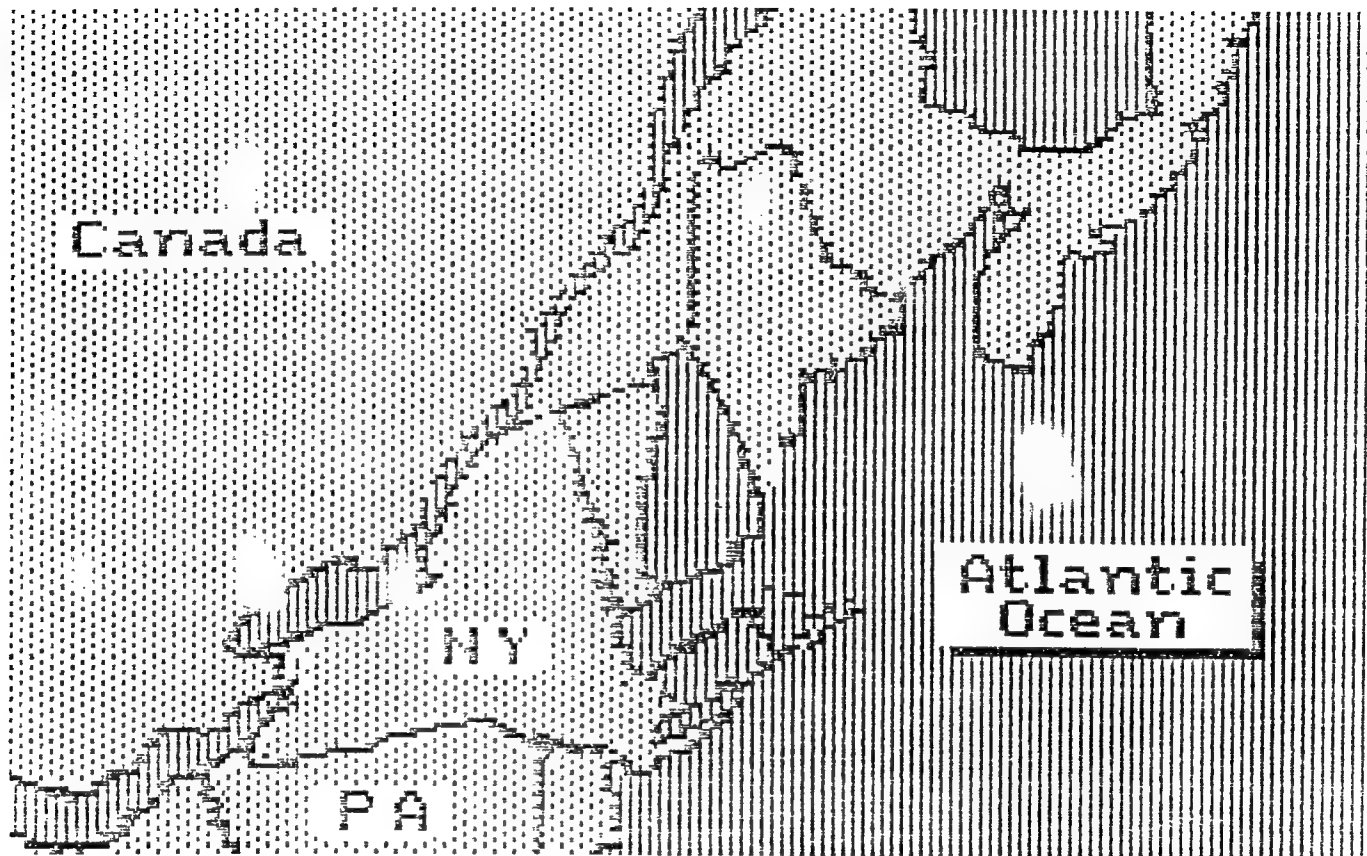
This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page.This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Name _____ Date _____

Region: New England

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



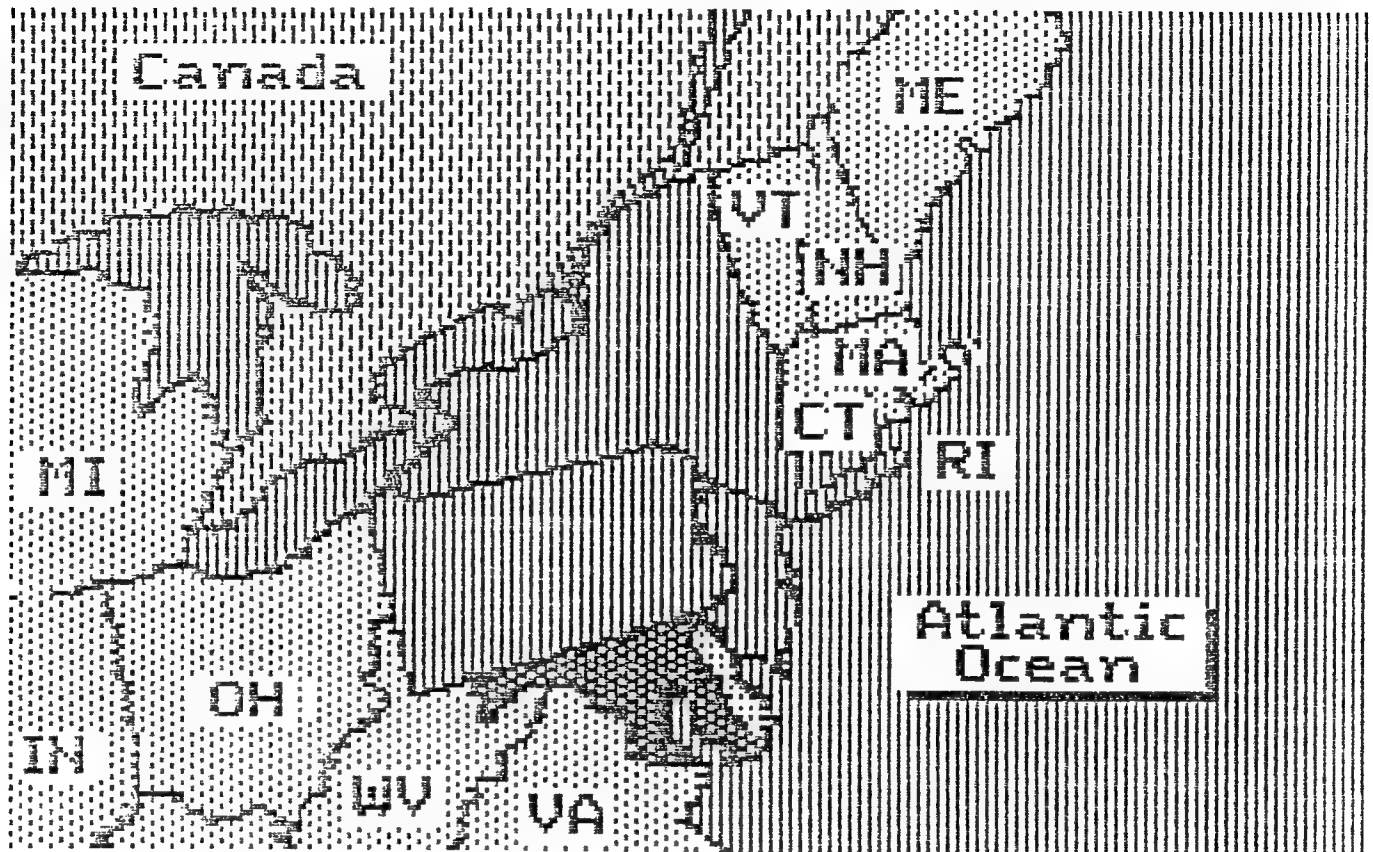
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Mid-Atlantic States

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



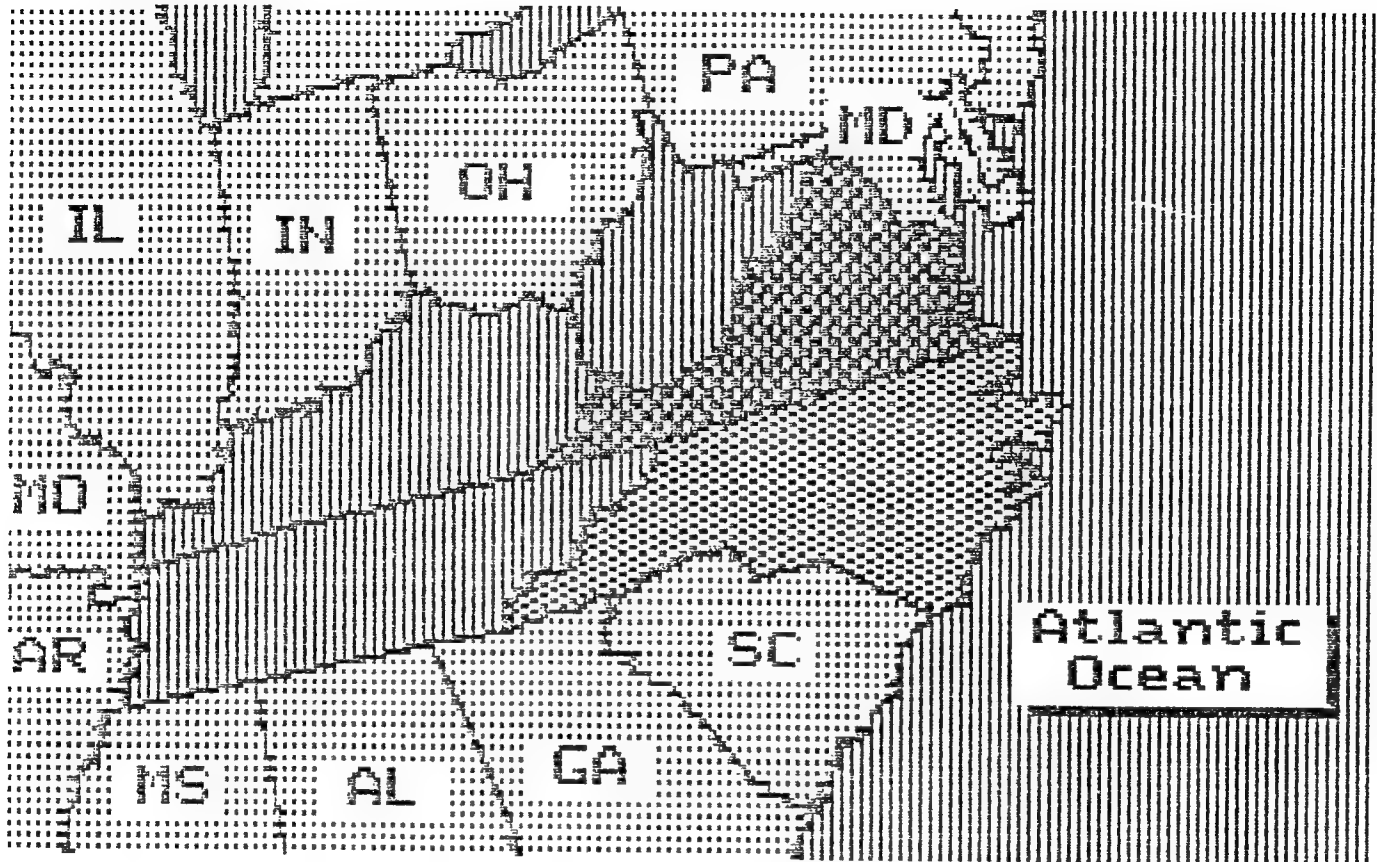
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Appalachian Highlands

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



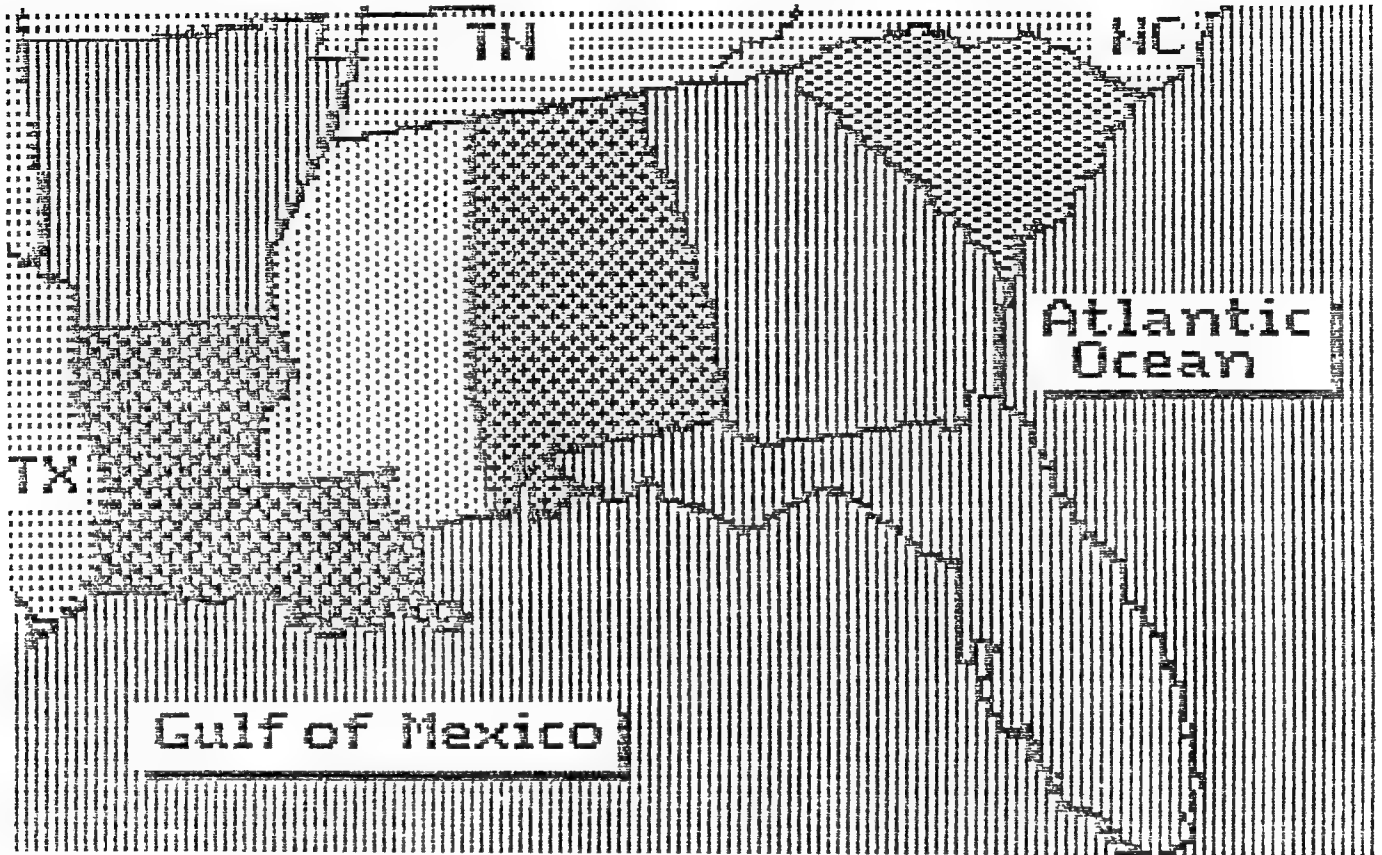
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Southeast

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



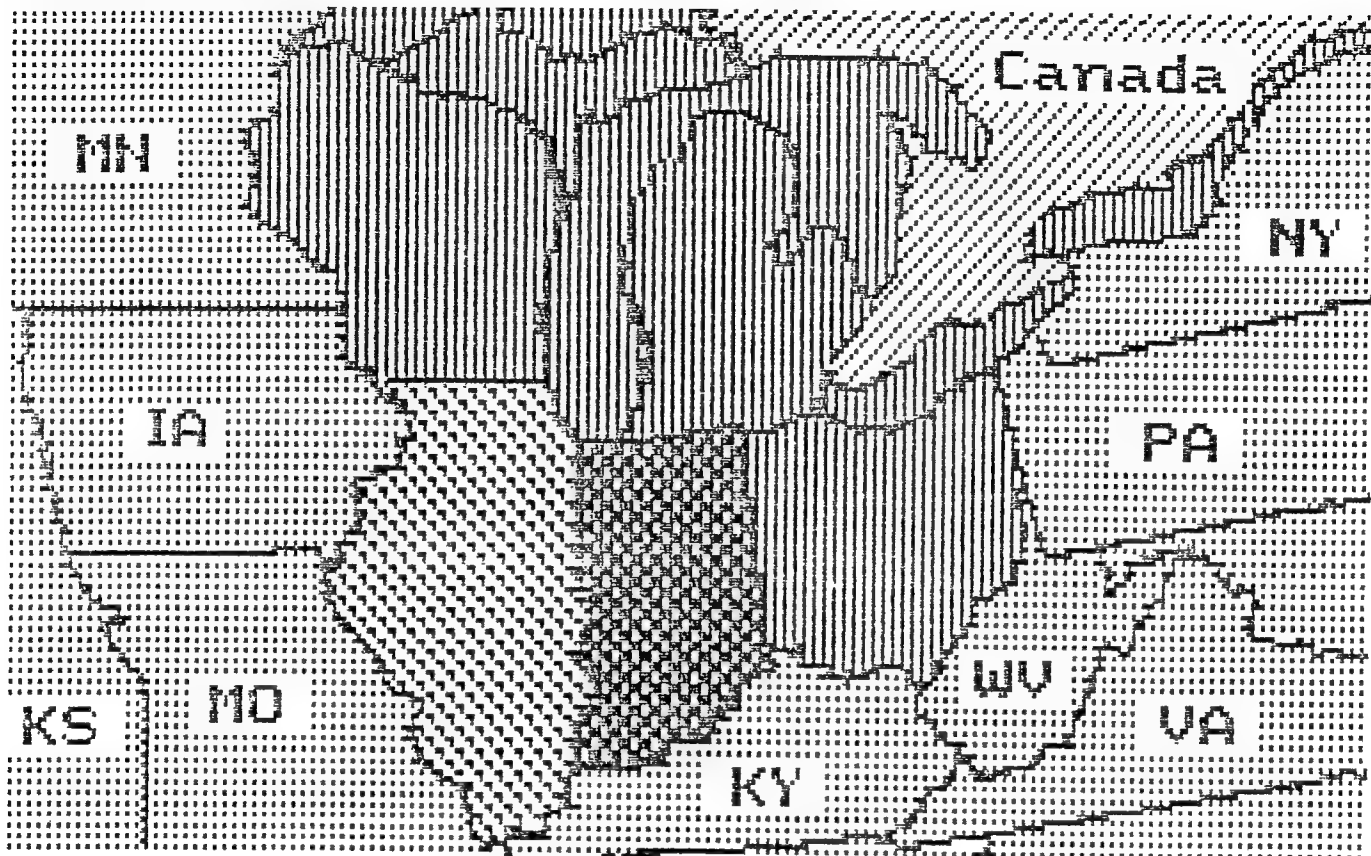
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Great Lakes

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



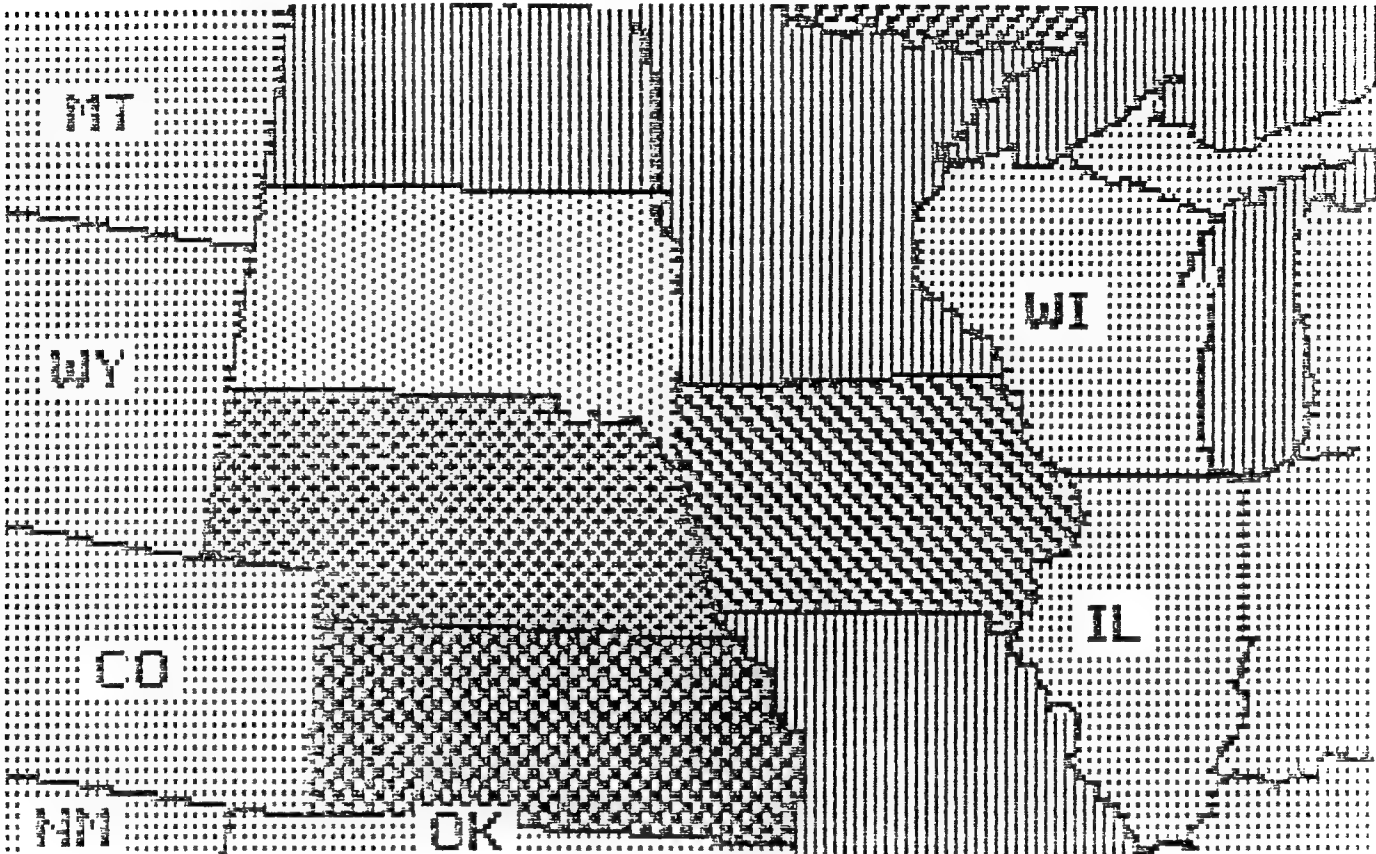
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Heartland

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



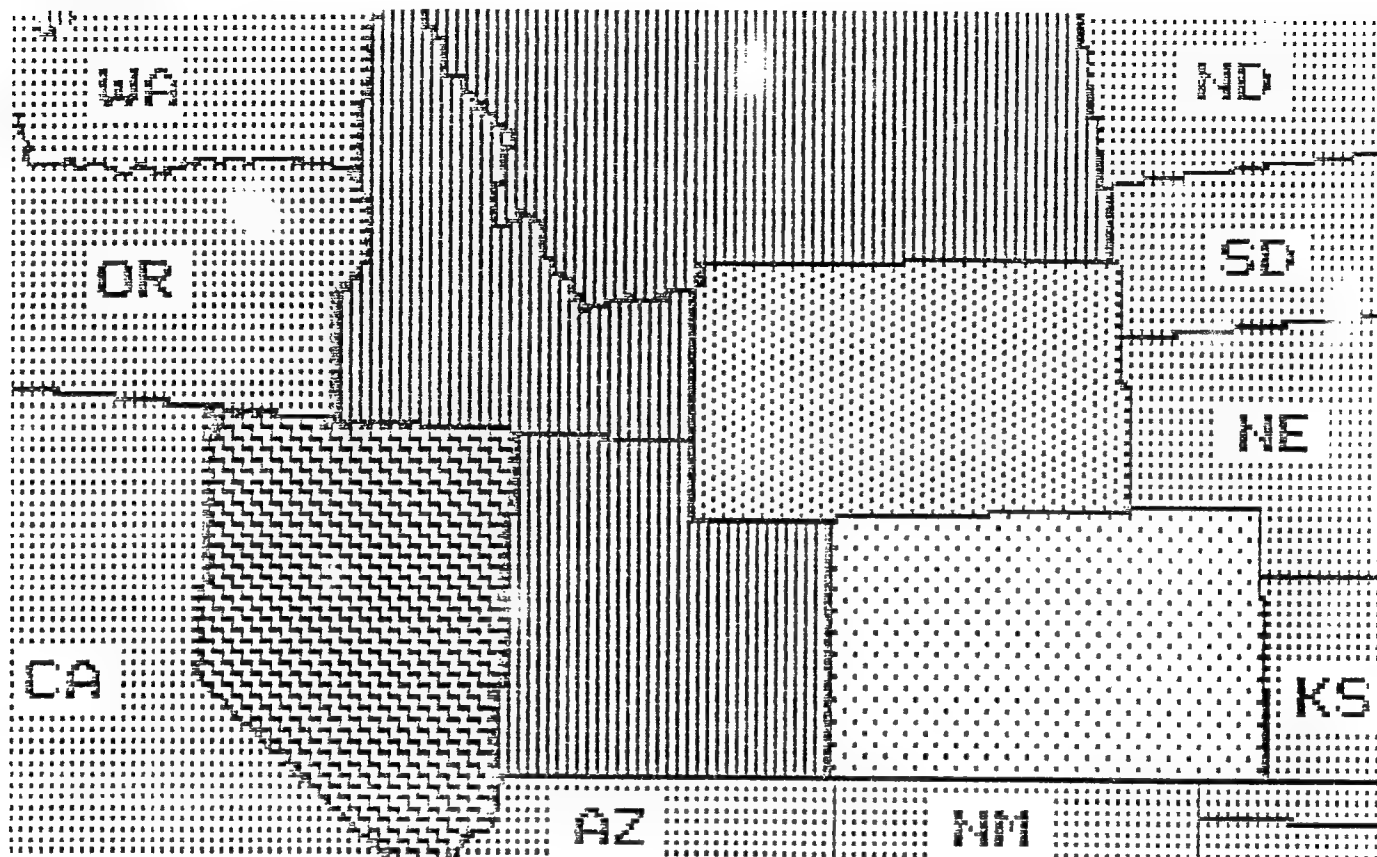
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Mountain

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



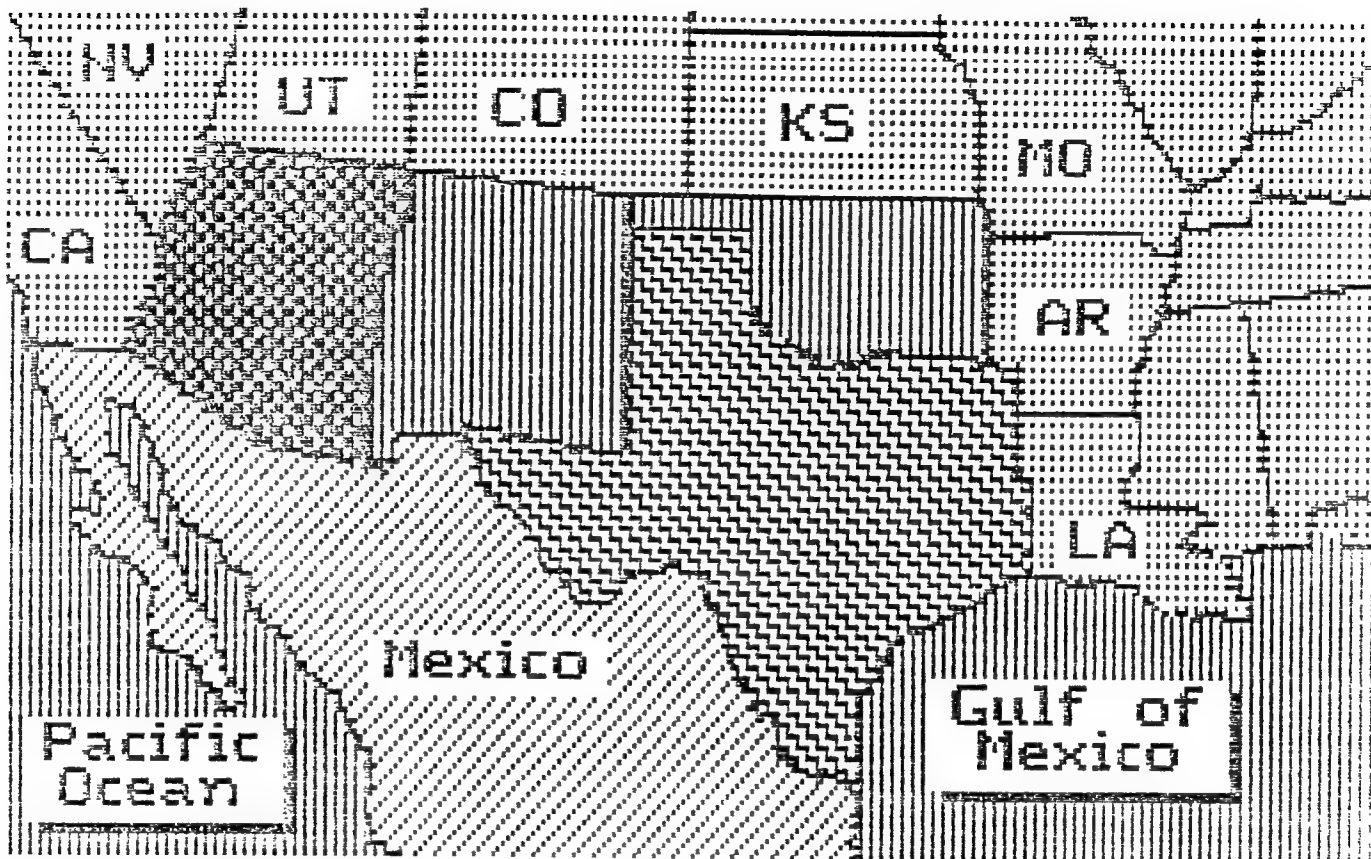
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Southwest

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



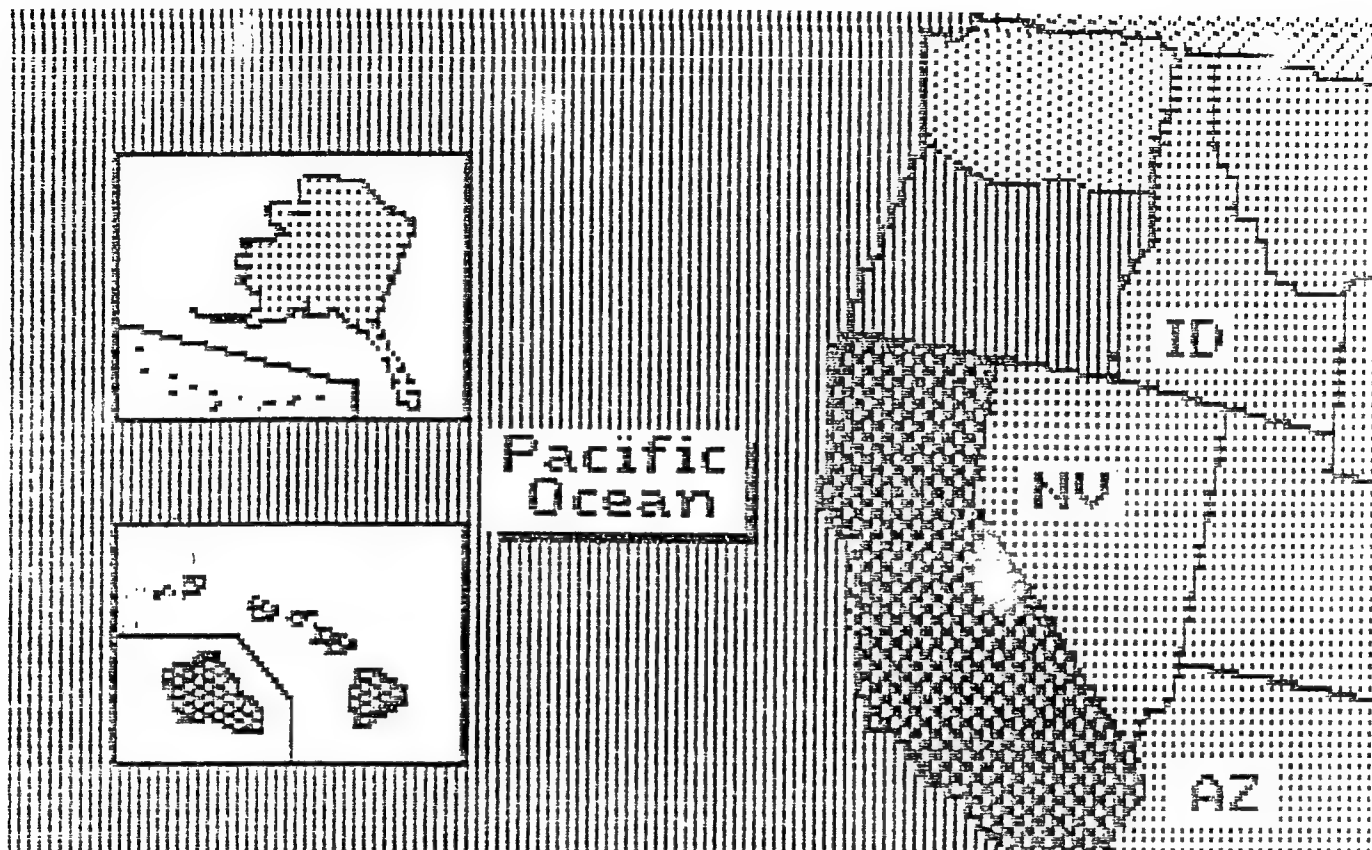
Color	State	Capital	Main Industry	Population

Name _____ Date _____

Region: Pacific Coast

Skill: Use a database to research social science information.

Select database from the Main Menu. Use the Database to find the information you need to color this map and complete the chart.



Color	State	Capital	Main Industry	Population

Name _____ Date _____

Mystery States

Skill: Use a database to find a particular state based on a description.

Read the descriptions which give a clue to the identity of a state. Use the database to find the state which fits the description. Write the name of the state on the blank.

1. _____ The nickname of this Southeastern state is "Cotton" because so much cotton is grown there. But actually its main industry is iron and steel production. It is named after one of the Creek Indian tribes. The famous song 'Oh, Suzanna', tells of the story of a young banjo-playing man from this state.
2. _____ This state is known as the "Land of the Midnight Sun". It is so far north for a period of time during the summer the sun never sets. Its name is from the Russian word for the Indians who live in this state. It was the 49th state admitted to the Union.
3. _____ In the 1850's so many people came to this state looking for gold that it became known as the "Golden State". Today it has an economy larger than many countries and is home to over 23 million people which is more than any other state.
4. _____ This state is known as the "Aloha State". Its real name means "Homeland" in the language of the native people who live in this Pacific Coast state. The main industry is sugar cane.
5. _____ This state is in the Mountain Region and borders Oregon, California, Arizona, Idaho and Utah. Its state bird is the mountain bluebird.
6. _____ One nickname for this state is the "Sunflower State". Another nickname is the "Jayhawker State" even though the state bird is the western meadowlark. Jayhawks was a name given to soldiers who fought at the Missouri border in the 1800's.
7. _____ This state is called the "Cornhuskers" state so it is not surprising that its main industry is corn. The capital city was named after a famous president.
8. _____ This state is sometimes called the Valentine State because of the day that it was admitted to the Union in 1912.

Name _____ Date _____

9. _____ In colonial times this state was know as the Rogue Island because criminals and non-religious people were sent there. It is the smallest state with an area of only 1,214 square miles.

10. _____ This state was named after a duke. Today it is known as the "Empire State" and after the 1980 census ranked second behind California in terms of population size.

Challenge a friend

Write your own mystery clues for any four states:

1. _____

2. _____

3. _____

4. _____

Name _____ Date _____

Let's Get Analytical!

Skill: Use a database to analyze a particular group of states.

To answer the questions on this page you will need to use the Database Query option to isolate the group of states that fit the criterion and then select Statistics from the Database menu to perform the calculation required.

1. _____ What is the combined total number of square miles in all the states where corn is the main industry?
2. _____ How many people live in the Pacific Coast States?
3. _____ Which is greater the population of California or the total population of all the Mountain states?
4. _____ What is the total area of the five largest states?
5. _____ How many people now live in the thirteen original states?
6. _____ What is the average population in the southeast?
7. _____ What is the average number of electoral votes?
8. _____ What is the total number of area of the United States?
9. _____ How many states were admitted to the Union after January 1, 1900?
10. _____ How many states were a part of the Union in 1850?
(Hint: Use 12/31/1850 for the Admission Date.)
11. _____ What is the average size of the 10 largest states?
12. _____ What is the average size of the 10 smallest states?

Write a complete sentence to answer these questions:

13. Compare the total number of electoral votes for the New England States with the total number of electoral votes for the Pacific Coast States.
14. What are the main industries in the five states with largest populations?

